Abrade {1}{R}

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Accelerate {1}{R}

Instant

Target creature gains haste until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancestral Anger {R}

Sorcery

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Signet {2}

Artifact

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arid Mesa

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashling, Flame Dancer {2}{R}{R}

Legendary Creature -- Elemental Shaman

You don't lose unspent red mana as steps and phases end.
Magecraft -- Whenever you cast or copy an instant or sorcery spell, discard a card, then draw a card. If this is the second time this ability has resolved this turn, Ashling deals 2 damage to each opponent and each creature they control. If it's the third time, add {R}{R}{R}{R}.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avengers Disassembled {1}{R}{R}

Sorcery

Choose one or both --
* Avengers Disassembled deals 3 damage to each creature.
* Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Balduvian Rage {X}{R}

Instant

Target attacking creature gets +X/+0 until end of turn.
Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Dragfal - Duel Commander (CDF 2026 : CHILL 3) sheet 1/13 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Birgi, God of Storytelling ②Ⓡ

Legendary Creature -- God

Whenever you cast a spell, add {R}.
Until end of turn, you don't lose this mana as steps and phases end.
Creatures you control can boast twice during each of your turns rather than once.

3/3

- - - BACK FACE - - -

Harnfel, Horn of Bounty ④Ⓡ

Legendary Artifact

Discard a card: Exile the top two cards of your library. You may play those cards this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blinkmoth Nexus

Land

{T}: Add {C}.
{1}: This land becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.
{1}, {T}: Target Blinkmoth creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boom ①Ⓡ

Sorcery

Destroy target land you control and target land you don't control.

- - - RIGHT HALF - - -

Bust ⑤Ⓡ

Sorcery

Destroy all lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bronze Walrus ③

Artifact Creature -- Walrus

When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)
{T}: Add one mana of any color.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chain Lightning Ⓡ

Sorcery

Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chaos Warp ②Ⓡ

Instant

The owner of target permanent shuffles it into their library, then reveals the top card of their library. If it's a permanent card, they put it onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chaotic Strike ①Ⓡ

Instant

Cast this spell only during combat after blockers are declared.
Flip a coin. If you win the flip, target creature gets +1/+1 until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cleansing Wildfire {1}{R}

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crimson Wisps {R}

Instant

Target creature becomes red and gains haste until end of turn. (It can attack and {T} this turn.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darksteel Citadel

Artifact Land

Indestructible
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Display of Power {1}{R}{R}

Instant

This spell can't be copied.
Copy any number of target instant and/or sorcery spells. You may choose new targets for the copies.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Electro, Assaulting Battery {1}{R}{R}

Legendary Creature -- Human Villain

Flying
You don't lose unspent red mana as steps and phases end.
Whenever you cast an instant or sorcery spell, add {R}.
When Electro leaves the battlefield, you may pay {X}. When you do, he deals X damage to target player.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedite {R}

Instant

Target creature gains haste until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fin Fang Foom {2}{R}{R}

Legendary Creature -- Alien Dragon Villain

Flying
Whenever you cast an instant or sorcery spell that targets an artifact or land, copy that spell. You may choose new targets for the copy. Put two +1/+1 counters on Fin Fang Foom.

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fists of Flame {1}{R}

Instant

Draw a card. Until end of turn, target creature gains trample and gets +1/+0 for each card you've drawn this turn. (A creature with trample can deal excess combat damage to the player or planeswalker it's attacking.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flashback (R)

Instant

Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geomancer's Gambit (2)(R)

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghitu Encampment

Land

This land enters tapped.
{T}: Add {R}.
{1}{R}: This land becomes a 2/1 red Warrior creature with first strike until end of turn. It's still a land. (It deals combat damage before creatures without first strike.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

H.E.R.B.I.E., Lovable Robot (2)

Legendary Artifact Creature -- Robot Scout

Flying
At the beginning of combat on your turn, if you've cast a noncreature spell this turn, surveil 1.
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexing Squelcher (1)(R)

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Implode (4)(R)

Sorcery

Destroy target land.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impolite Entrance (R)

Sorcery

Target creature gains trample and haste until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inkmoth Nexus

Land

{T}: Add {C}.
{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Iron Myr {2}

Artifact Creature -- Myr

{T}: Add {R}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Isochron Scepter {2}

Artifact

Imprint -- When this artifact enters, you may exile an instant card with mana value 2 or less from your hand.
{2}, {T}: You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Koth of the Hammer {2}{R}{R}

Legendary Planeswalker -- Koth

[+1]: Untap target Mountain. It becomes a 4/4 red Elemental creature until end of turn. It's still a land.
[-2]: Add {R} for each Mountain you control.
[-5]: You get an emblem with "Mountains you control have '{T}: This land deals 1 damage to any target.'"

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Resonance {2}{R}{R}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt {R}

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Greaves {2}

Artifact -- Equipment

Equipped creature has haste and shroud. (It can't be the target of spells or abilities.)
Equip {0}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liquimetal Coating {2}

Artifact

{T}: Target permanent becomes an artifact in addition to its other types until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lizard Blades {1}{R}

Artifact Creature -- Equipment Lizard

Double strike
Equipped creature has double strike.
Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature.
Reconfigure only as a sorcery. While attached, this isn't a creature.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Magus of the Moon {2}{R}

Creature -- Human Wizard

Nonbasic lands are Mountains.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Might of the Meek {R}

Instant

Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molten Rain {1}{R}{R}

Sorcery

Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {R}.)

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Basic Land -- Mountain

({T}: Add {R}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornithopter of Paradise (2)

Artifact Creature -- Thopter

Flying
{T}: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pillage (1)(R)(R)

Sorcery

Destroy target artifact or land. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Price of Freedom (1)(R)

Sorcery -- Lesson

Destroy target artifact or land an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raze (R)

Sorcery

As an additional cost to cast this spell, sacrifice a land.
Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reiterate (1)(R)(R)

Instant

Buyback {3} (You may pay an additional {3} as you cast this spell. If you do, put this card into your hand as it resolves.)
Copy target instant or sorcery spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Renegade Tactics (R)

Sorcery

Target creature can't block this turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Dragfal - Duel Commander (CDF 2026 : CHILL 3) sheet 10/13 - 8 cards - 2.5 x 3.5 in each

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Roiling Terrain {2}{R}{R}

Sorcery

Destroy target land, then Roiling Terrain deals damage to that land's controller equal to the number of land cards in that player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruby Medallion {2}

Artifact

Red spells you cast cost {1} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Runaway Steam-Kin {1}{R}

Creature -- Elemental

Whenever you cast a red spell, if this creature has fewer than three +1/+1 counters on it, put a +1/+1 counter on this creature.
Remove three +1/+1 counters from this creature: Add {R}{R}{R}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seismic Spike {2}{R}{R}

Sorcery

Destroy target land. Add {R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smash {2}{R}

Instant

Destroy target artifact.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spinerock Tyrant {3}{R}{R}

Creature -- Dragon

Flying
Wither (This deals damage to creatures in the form of -1/-1 counters.)
Whenever you cast an instant or sorcery spell with a single target, you may copy it. If you do, those spells gain wither. You may choose new targets for the copy.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stone Rain {2}{R}

Sorcery

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Storm-Kiln Artist {3}{R}

Creature -- Dwarf Shaman

This creature gets +1/+0 for each artifact you control.
Magecraft -- Whenever you cast or copy an instant or sorcery spell, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Stun {1}{R}

Instant

Target creature can't block this turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sundering Eruption {2}{R}

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.

- - - BACK FACE - - -

Volcanic Fissure

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Suplex {1}{R}

Sorcery

Choose one --
* Suplex deals 3 damage to target creature. If that creature would die this turn, exile it instead.
* Exile target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tablet of Discovery {2}{R}

Artifact

When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)
{T}: Add {R}.
{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Warring Triad {3}

Legendary Artifact Creature -- God

Flying, trample, haste
As long as there are fewer than eight cards in your graveyard, The Warring Triad isn't a creature.
{T}, Mill a card: Target player adds one mana of any color. (Activate only as an instant.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twinning Staff {3}

Artifact

If you would copy a spell one or more times, instead copy it that many times plus an additional time. You may choose new targets for the additional copy.
{7}, {T}: Copy target instant or sorcery spell you control. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

War Room

Land

{T}: Add {C}.
{3}, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wheel of Fortune {2}{R}

Sorcery

Each player discards their hand, then draws seven cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Wild Magic Surge {R}{R}

Instant

Destroy target permanent an opponent controls. Its controller reveals cards from the top of their library until they reveal a permanent card that shares a card type with that permanent. They put that card onto the battlefield and the rest on the bottom of their library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

You Find Some Prisoners {1}{R}

Instant

Choose one --
* Break Their Chains -- Destroy target artifact.
* Interrogate Them -- Exile the top three cards of target opponent's library. Choose one of them. Until the end of your next turn, you may play that card, and you may spend mana as though it were mana of any color to cast it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zookeeper Mechan {1}{R}

Artifact Creature -- Robot

{T}: Add {R}.
{6}{R}: Target creature you control gets +4/+0 until end of turn. Activate only as a sorcery.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Dragfal - Duel Commander (CDF 2026 : CHILL 3) sheet 13/13 - 4 cards - 2.5 x 3.5 in each

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